

RANDOM HOUSE
Software



Mr. and Mrs. POTATO HEAD®



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APPLE® IIe, IIc,

ISBN 0-676-32341-3

RANDOM HOUSE

Software



Mr. and Mrs. POTATO HEAD®

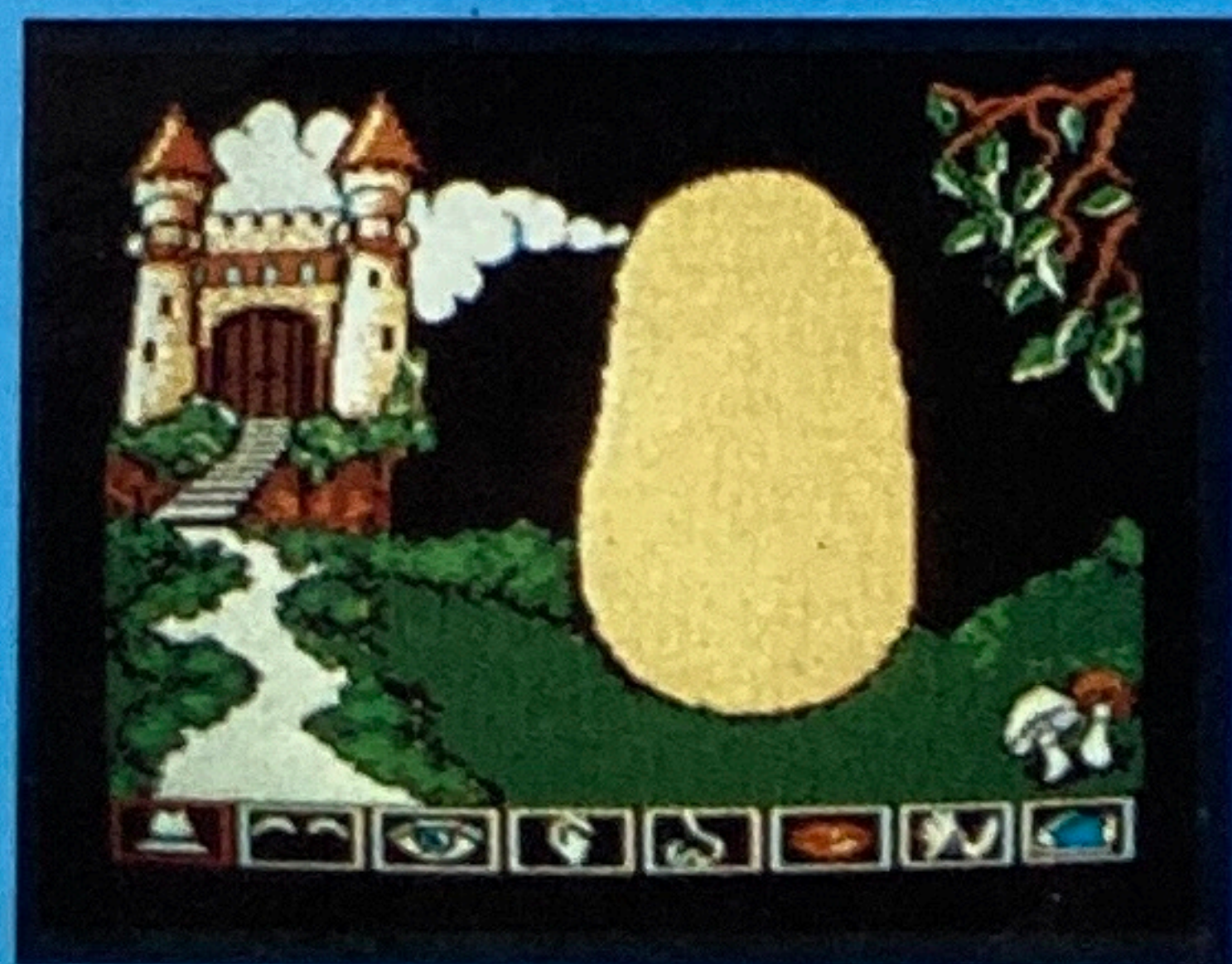
An animated computer version of the children's classic
Ages 3 to 8

Generations of children have enjoyed creating their own MR. AND MRS. POTATO HEAD characters. Now, for the first time, children can bring their creations to life!

On Side 1, players can choose to animate one of the ready-made friendly, funny potato characters or choose to mix and match body parts to create their own unique potato folk. Side 2 contains Mr. Potato Head and friends in three lively memory games designed to sharpen concentration and memory skills.

MR AND MRS. POTATO HEAD will charm a new generation of children and help them develop their creativity and imagination while they play.

- EASY-TO-USE PICTURE MENUS
SUITABLE FOR NON-READERS
- THOUSANDS OF POTATO CHARACTERS
TO CREATE IN FIVE DIFFERENT
SETTINGS
- ANIMATION MODE INTRODUCES
CHILDREN TO SIMPLE PROGRAMMING
- A DOUBLE-SIDED DISK OFFERS YOU
TWICE THE FUN FOR THE PRICE
OF ONE

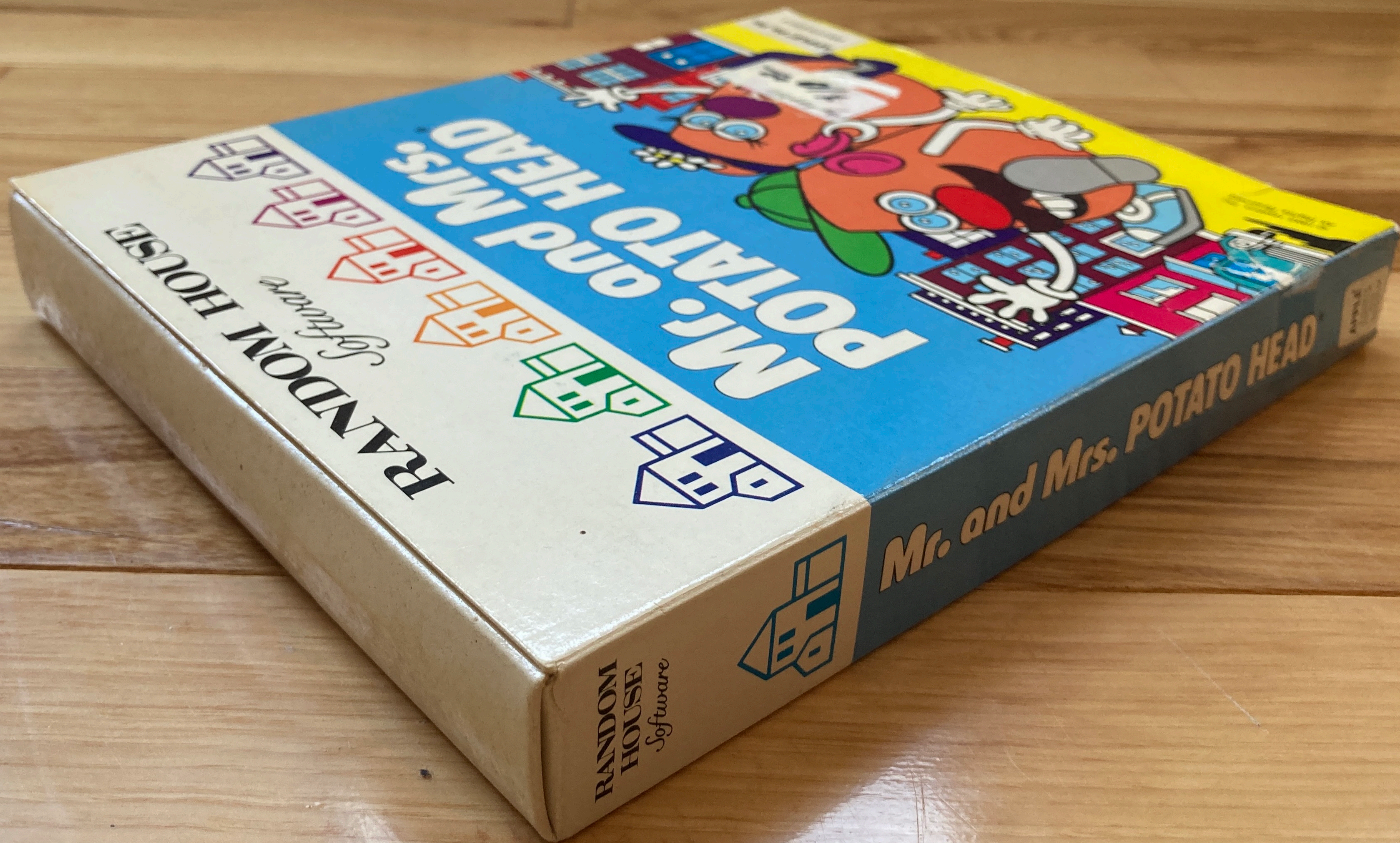


RANDOM HOUSE *Software*
All the best from our House to your house.

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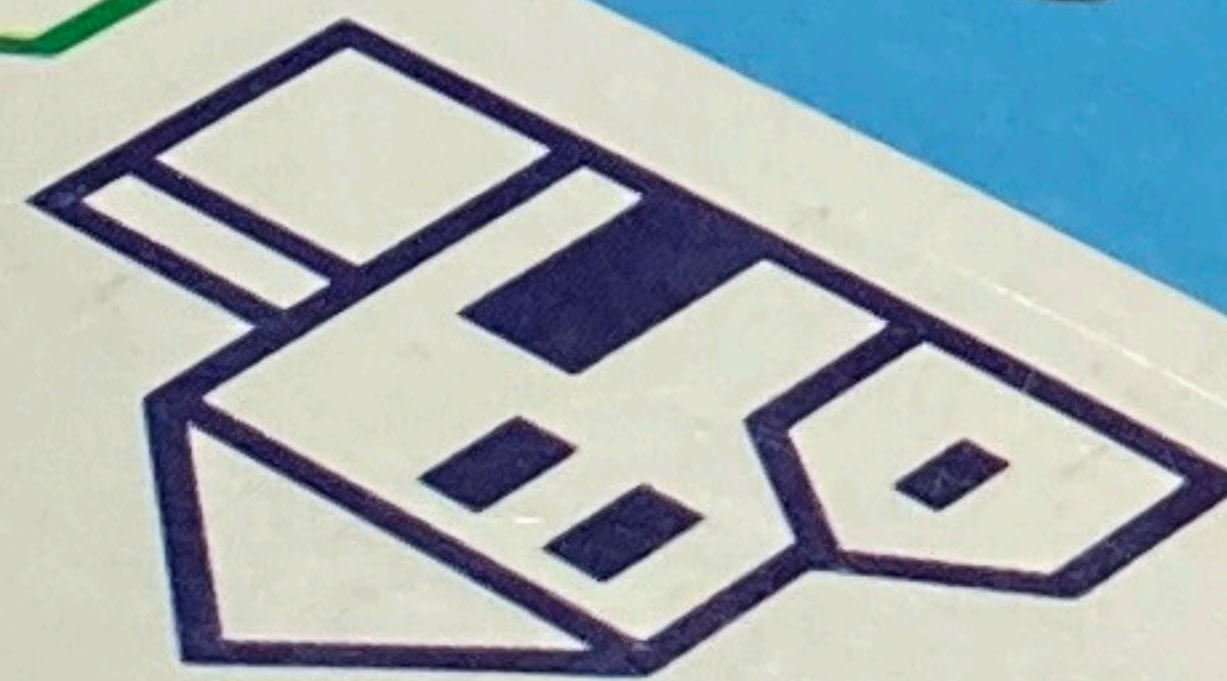


**Mr. and Mrs.
POTATO HEAD**

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**RANDOM
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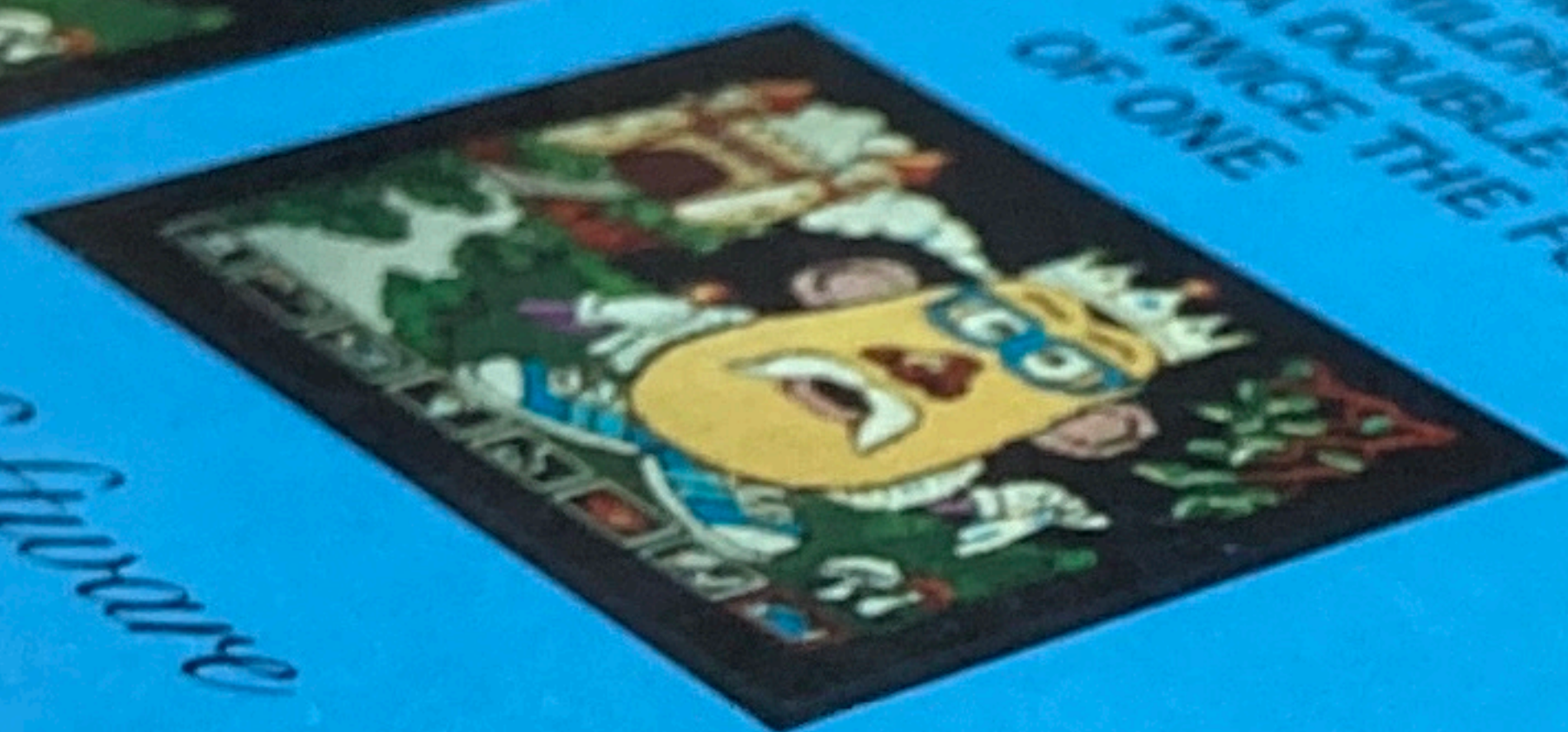


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- ANIMATION MODE INTRODUCES CHILDREN TO SIMPLE PROGRAMMING
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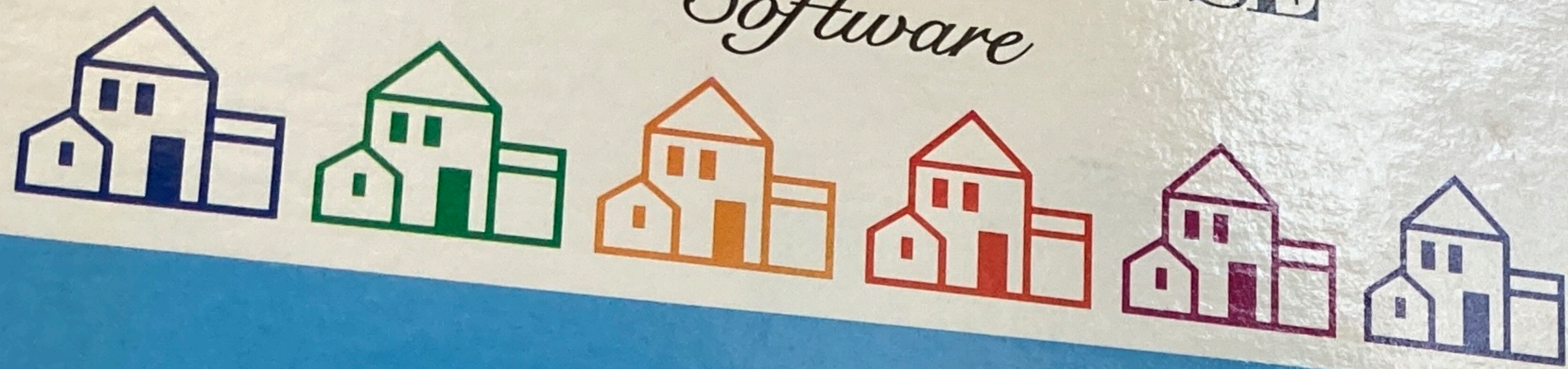


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APPLÉ

Authorized
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Computers, Inc.

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to your house.**



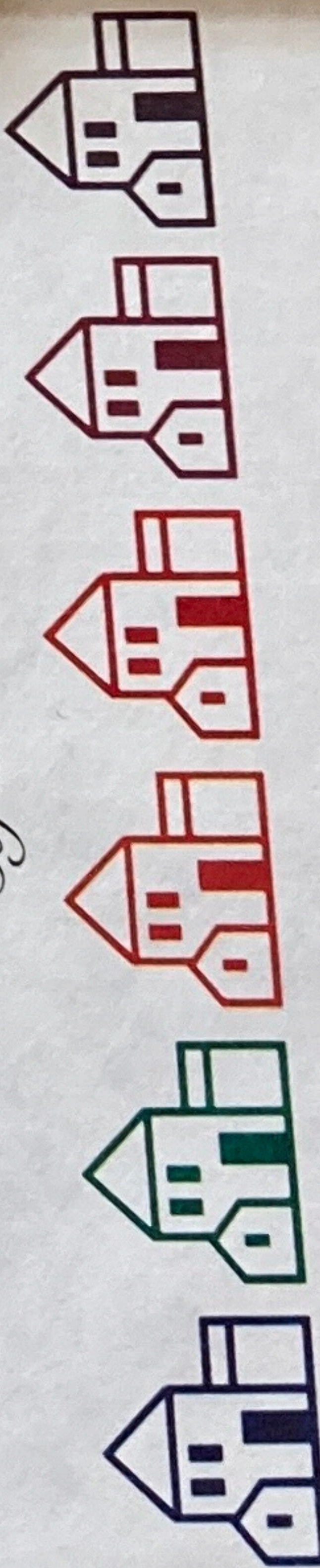
0-676-32552-1

RANDOM HOUSE
Software

Mr. and Mrs. Potato Head

Side 1

RANDOM HOUSE
Software



Lift Here

RANDOM HOUSE
Software



Mr. and Mrs. POTATO HEAD®

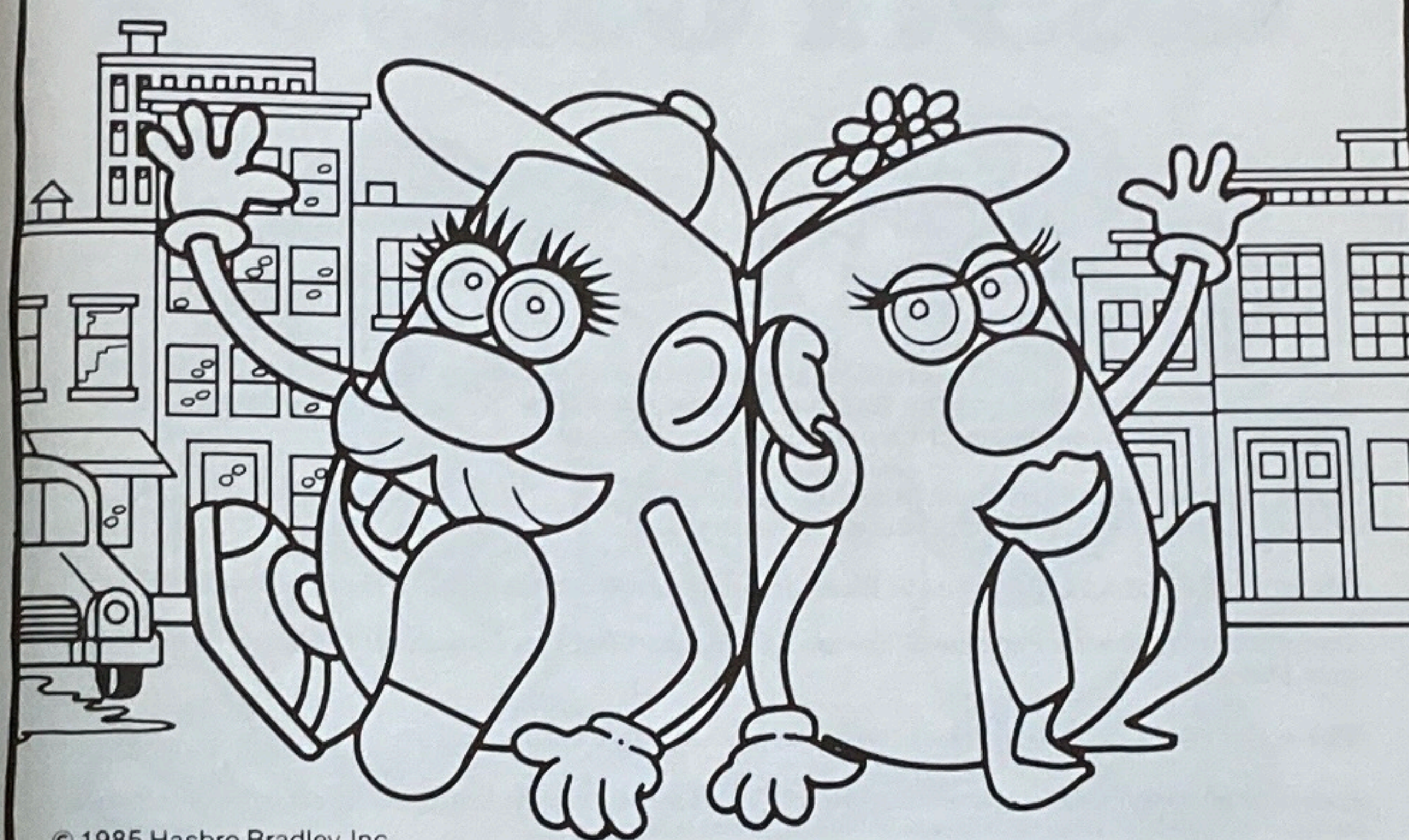


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Side 1

RANDOM HOUSE
Software

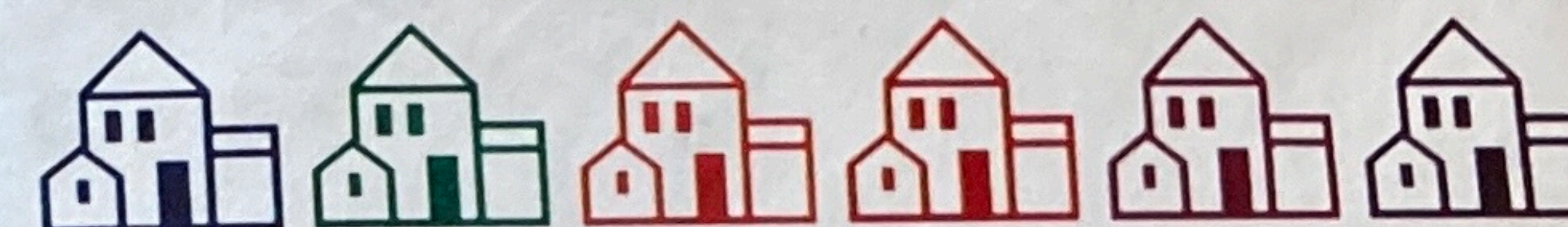


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Mr. and Mrs. Potato Head

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RANDOM HOUSE
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Side 1

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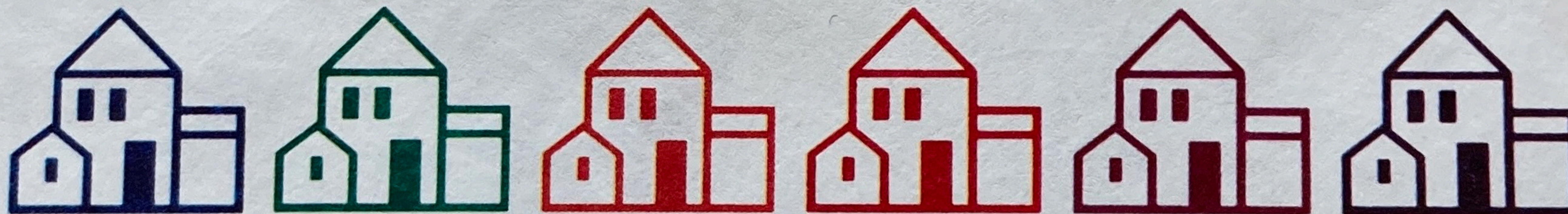


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Side 1

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Side 2

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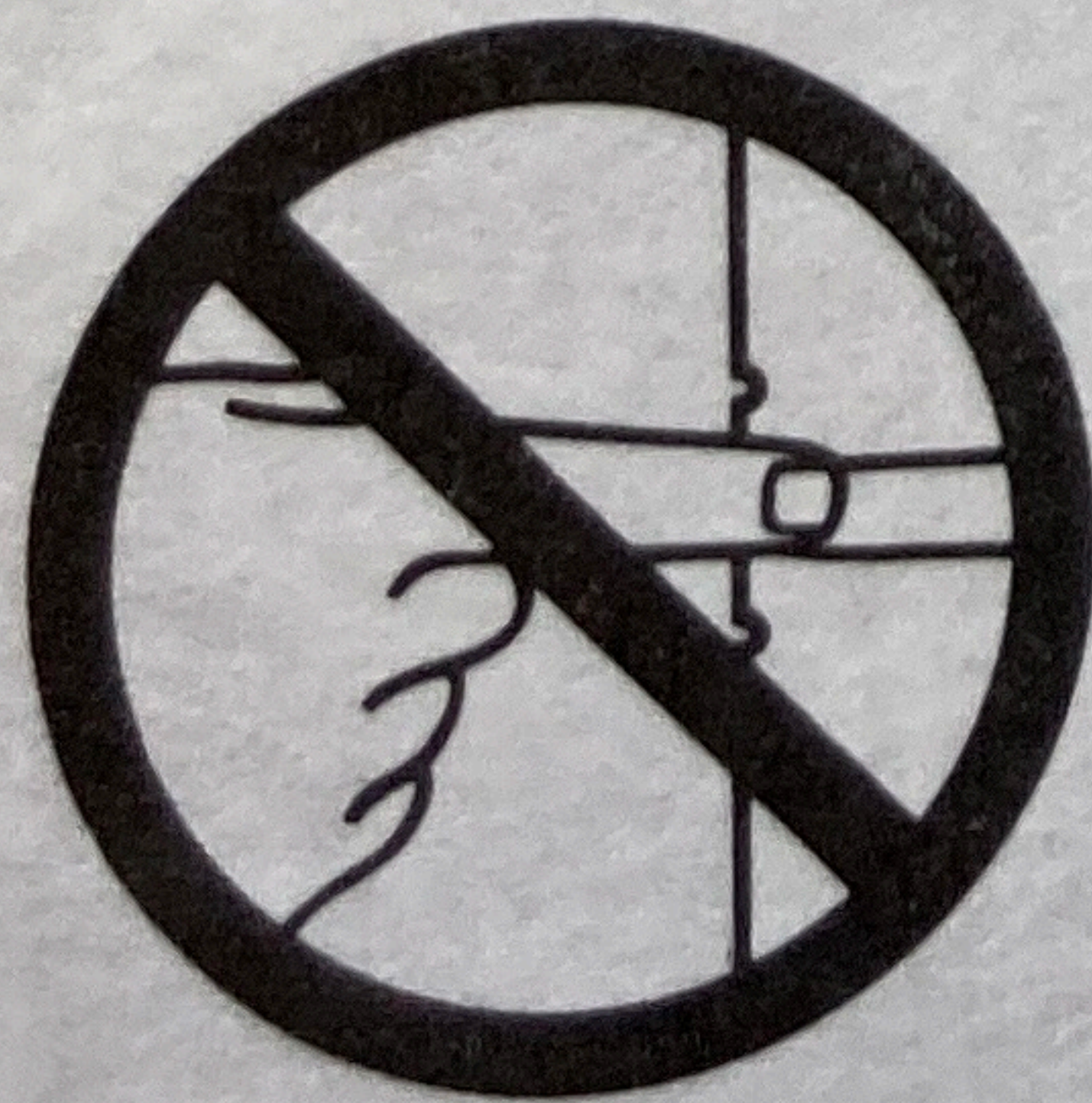


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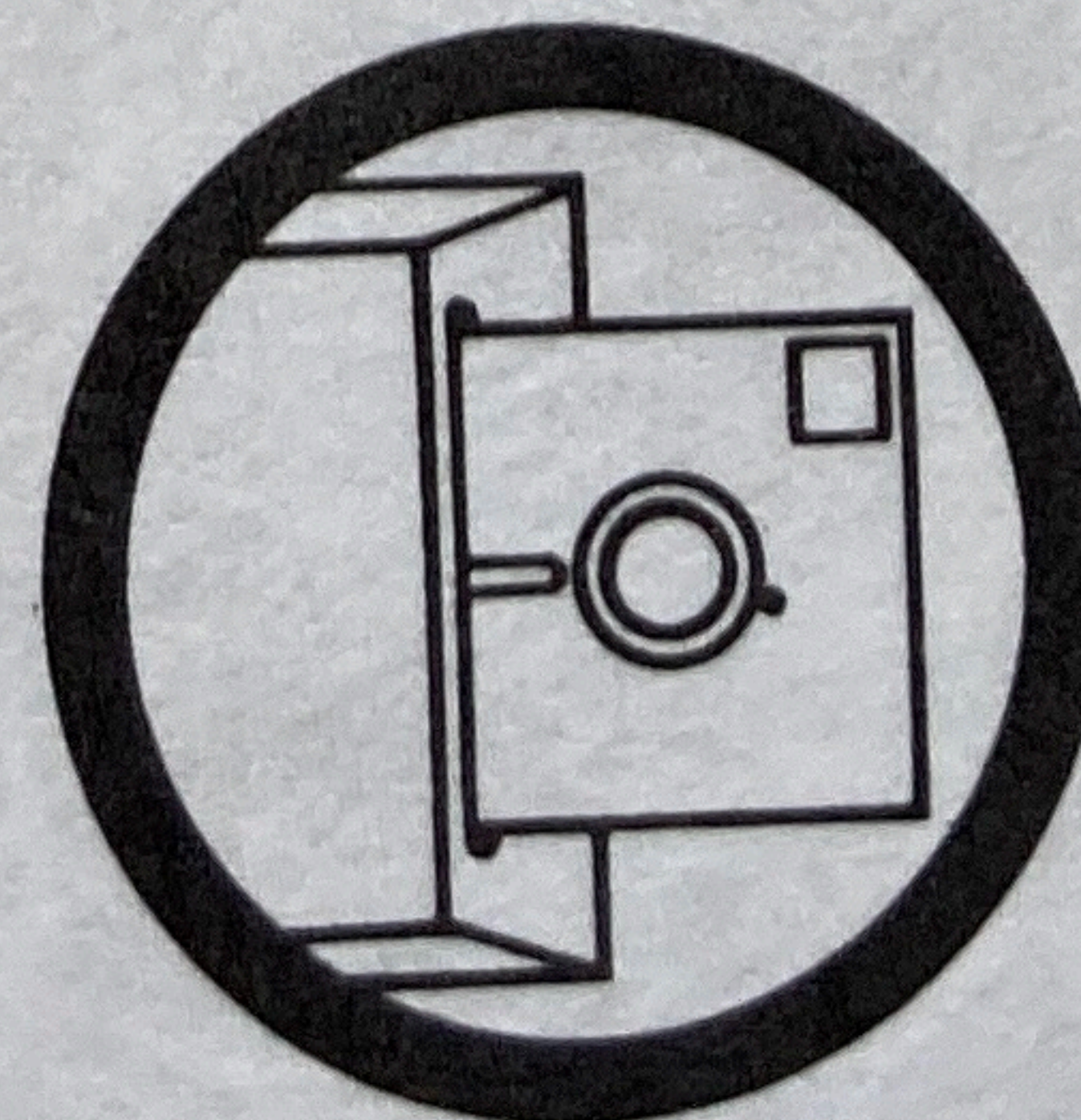
Mr. and Mrs. Potato Head

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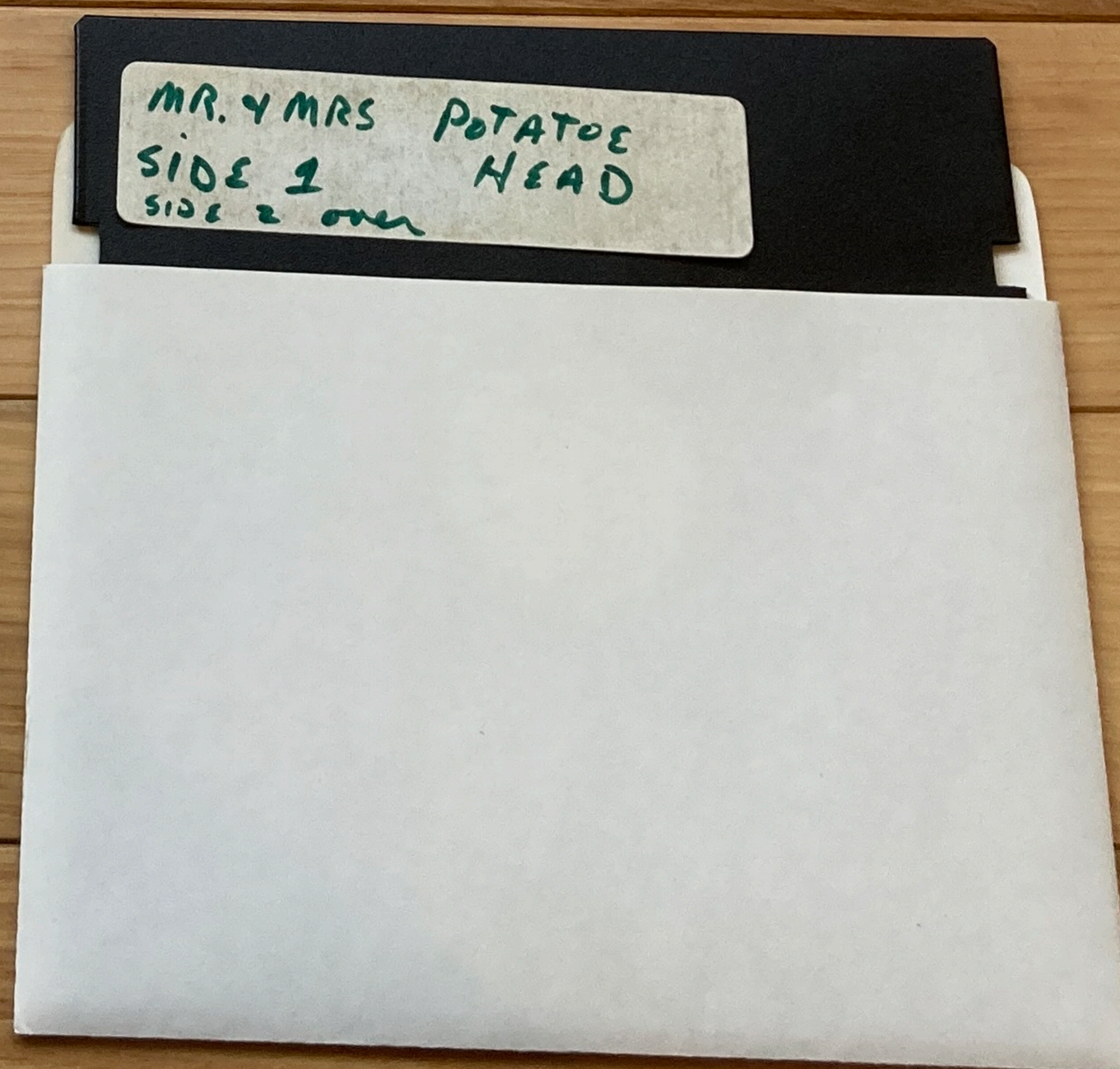
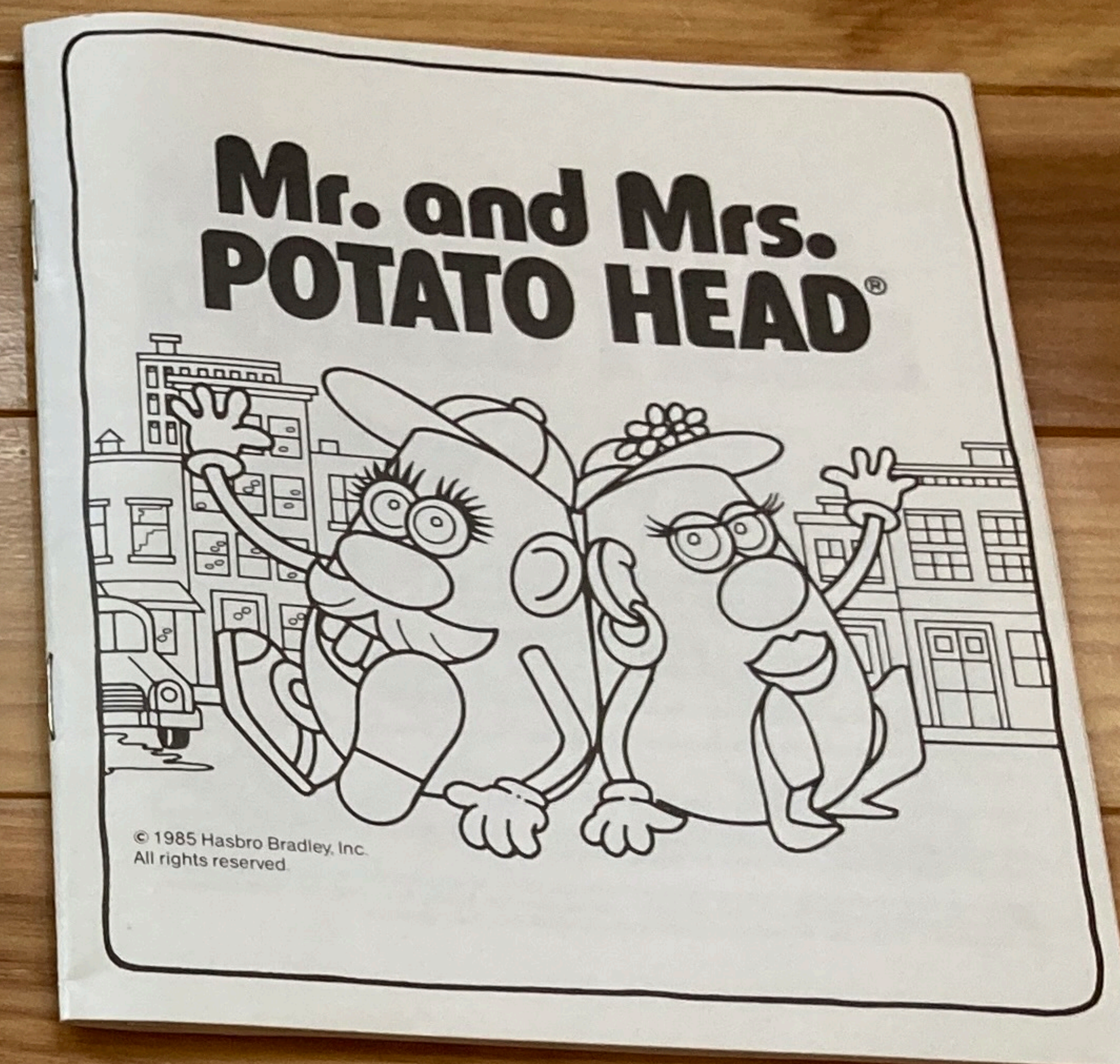
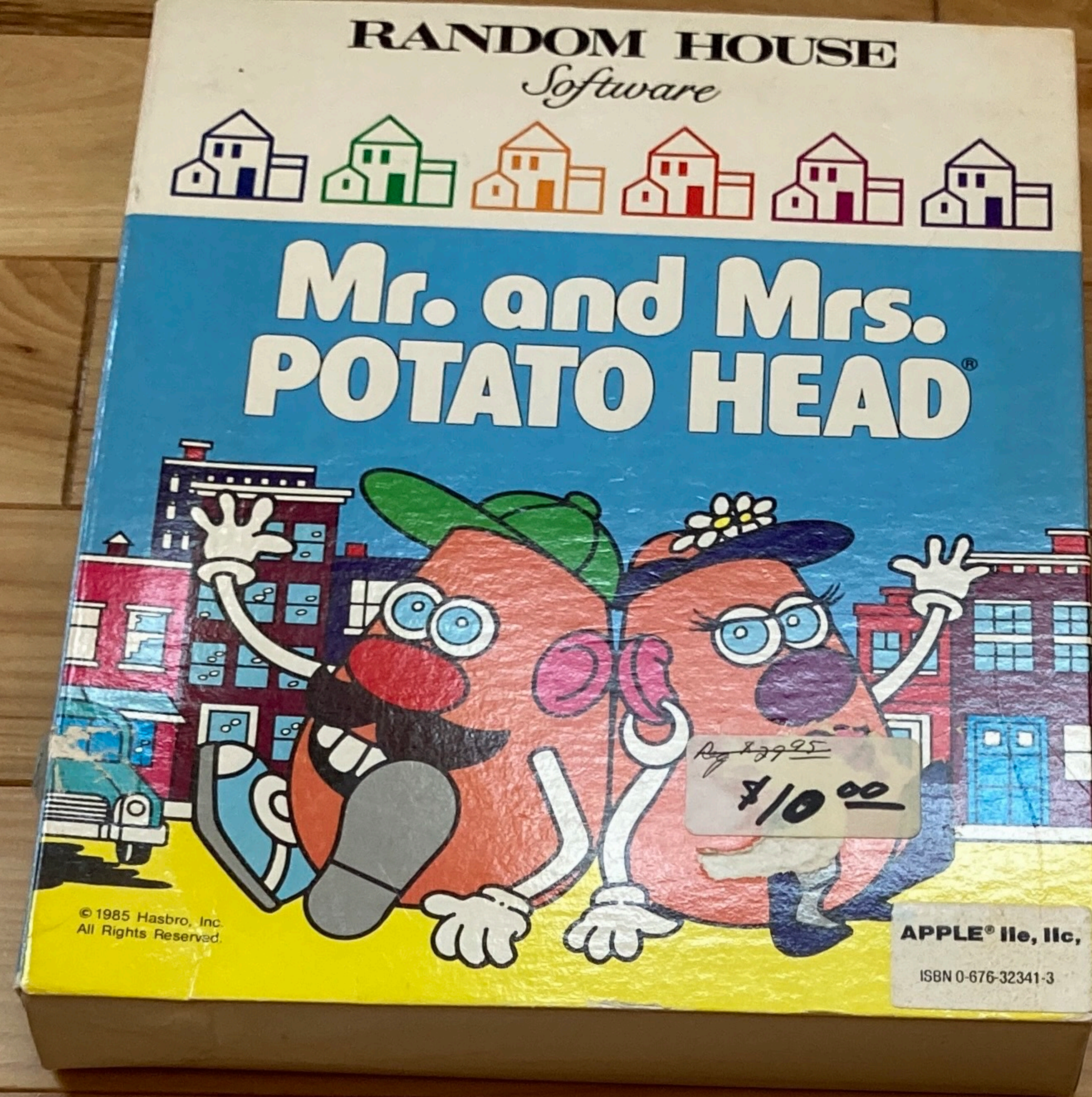
**For extended media life—
here's how to take care of your flexible disk**

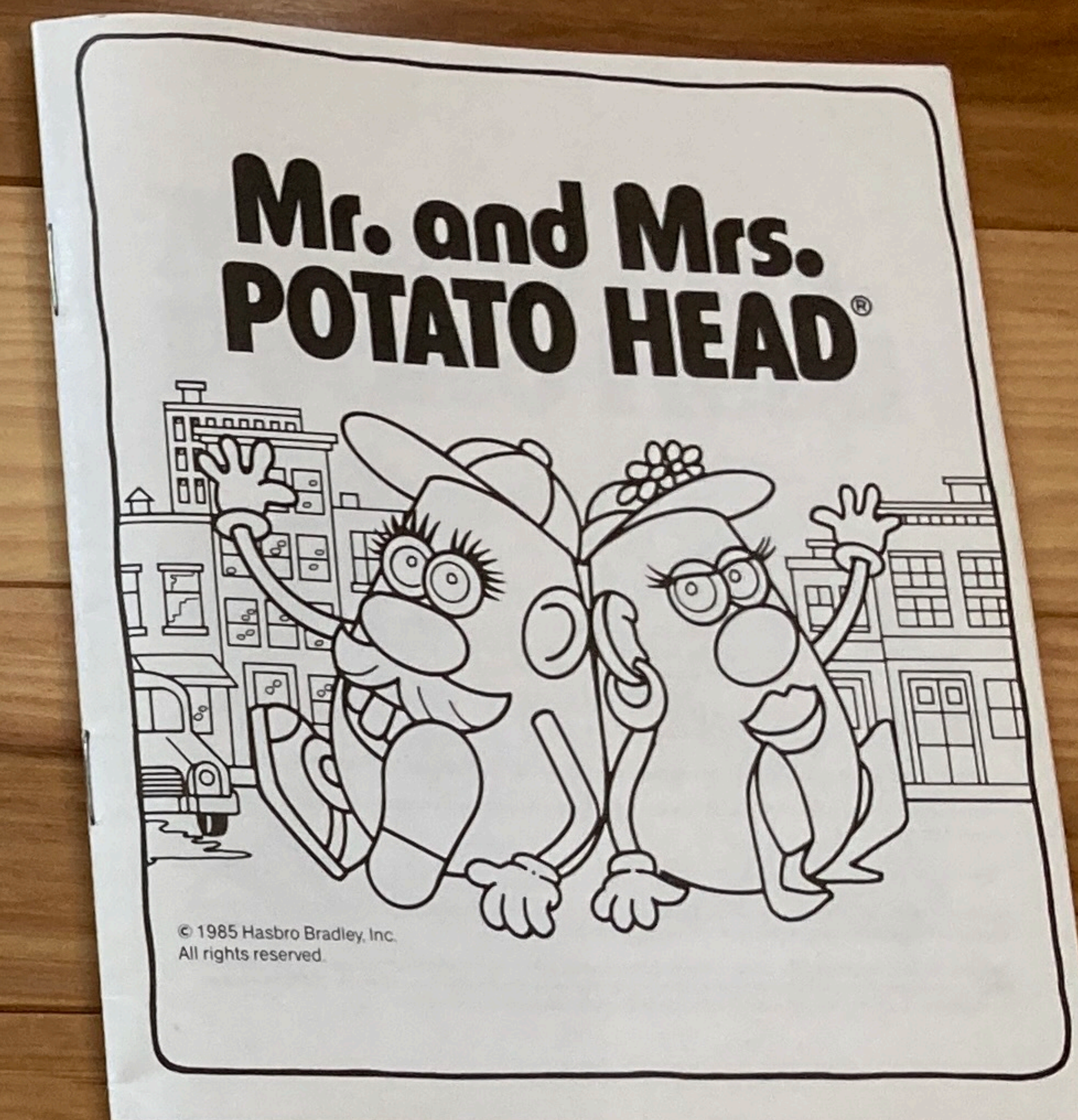
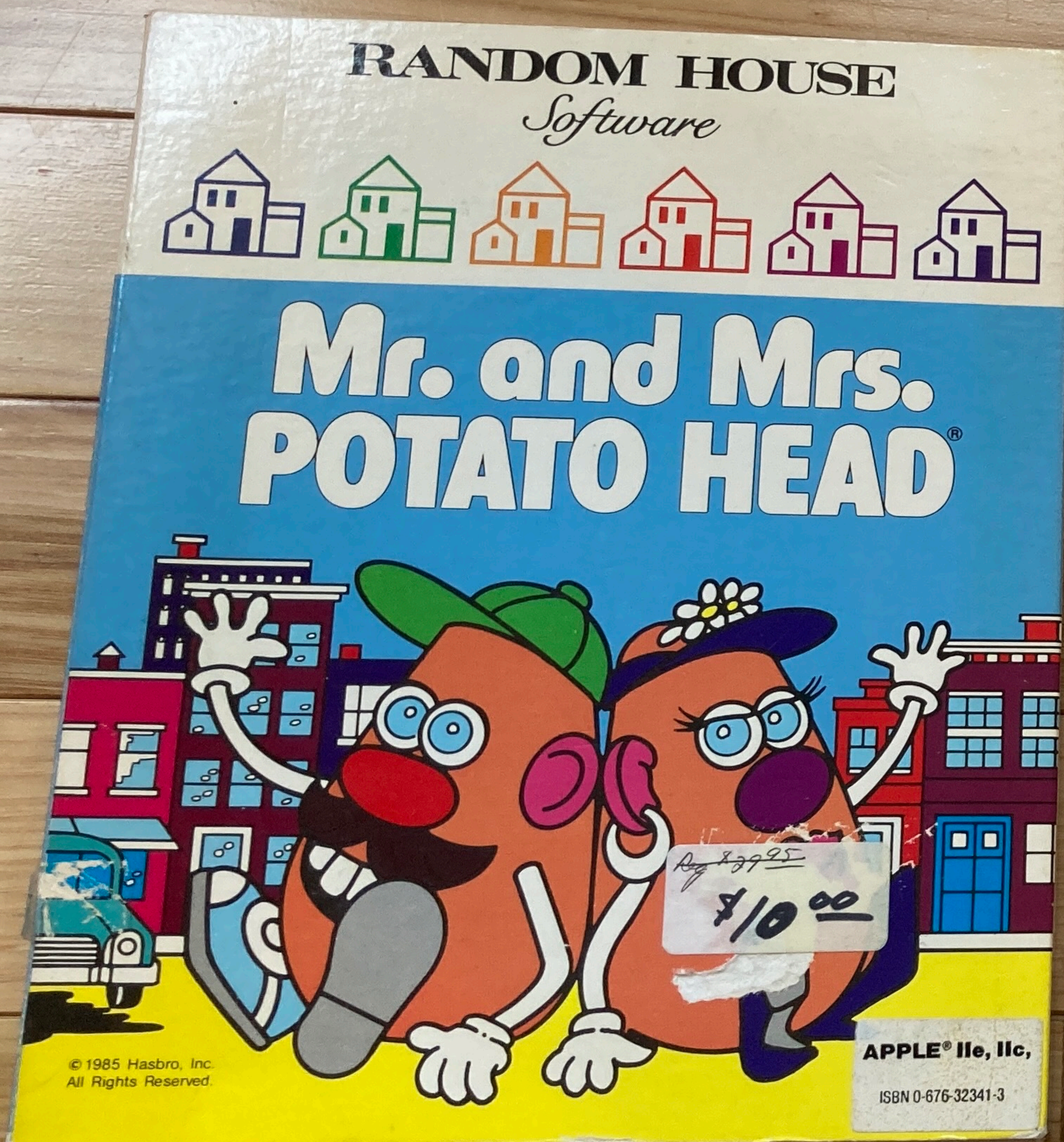


Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.





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Where did you purchase program?
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☐ Discount Store ☐ Mail Order ☐ Other _____
Name of store: _____ Date of Purchase: _____
Location: _____
How did you first hear of this program?
☐ A review in _____ ☐ An ad in _____
☐ A recommendation from _____
☐ A computer store ☐ Other _____
Which computer magazines do you read? _____
Which general magazines do you read? _____
Which computer do you use? _____ Model _____
Age of primary user: _____ Female ☐ Male ☐
Comments: _____

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What program did you purchase? _____

Where did you purchase program?

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☐ Discount Store ☐ Mail Order ☐ Other _____

Name of store: _____ Date of Purchase: _____

Location: _____

How did you first hear of this program?

☐ A review in _____ ☐ An ad in _____

☐ A recommendation from _____

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Which computer magazines do you read? _____

Which general magazines do you read? _____

Which computer do you use? _____ Model _____
Age of primary user: _____ Female ☐ Male ☐

Comments: _____



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Program disks
damage to the
CUSTOMER REG
order to: RAN

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THIS CERTIFICATE E
OBTAIN ONE BACK-U

YOUR NAME: _____

ADDRESS: _____

PURCHASED
FROM: _____

I ENCLOSE A CH
PLUS \$2.00 POST

SIGNATURE _____



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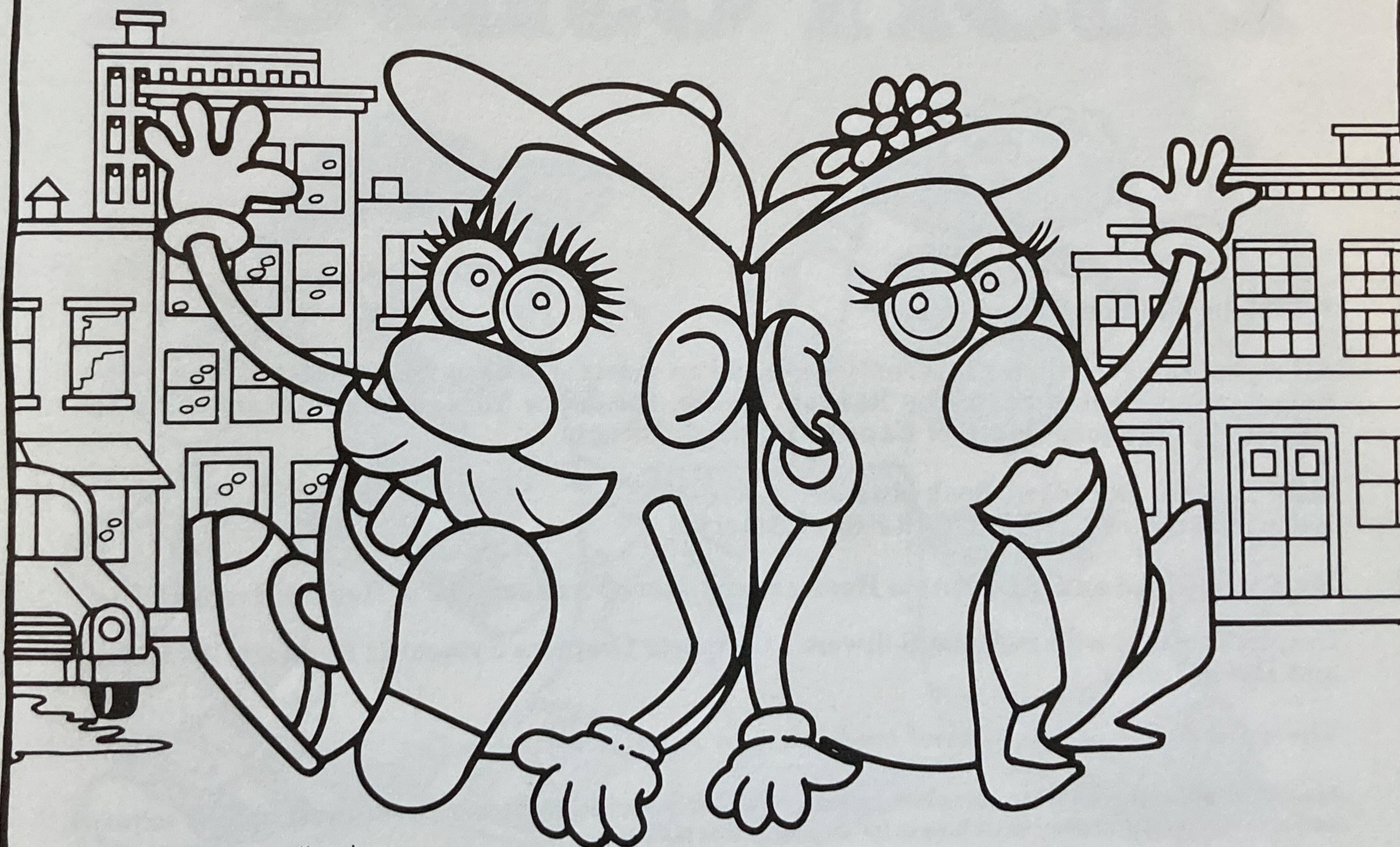
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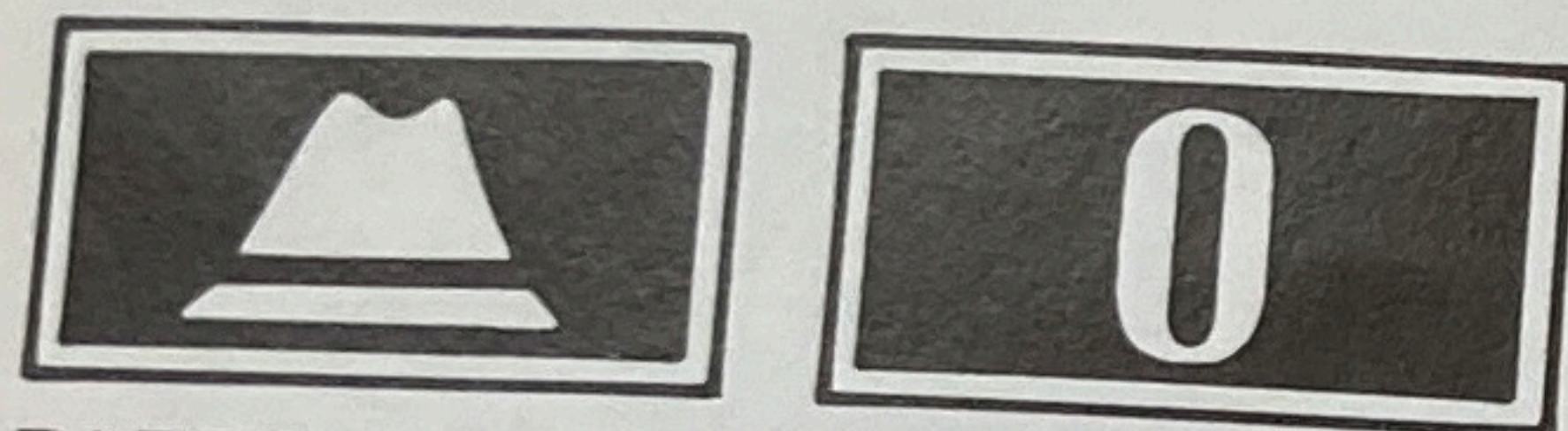
SIGNATURE _____

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Here's what each of the icons mean:



PARTS & NUMBERS – To set which parts you want to animate and how many times these parts will animate.



HAND – To set HOW you want the parts to animate.

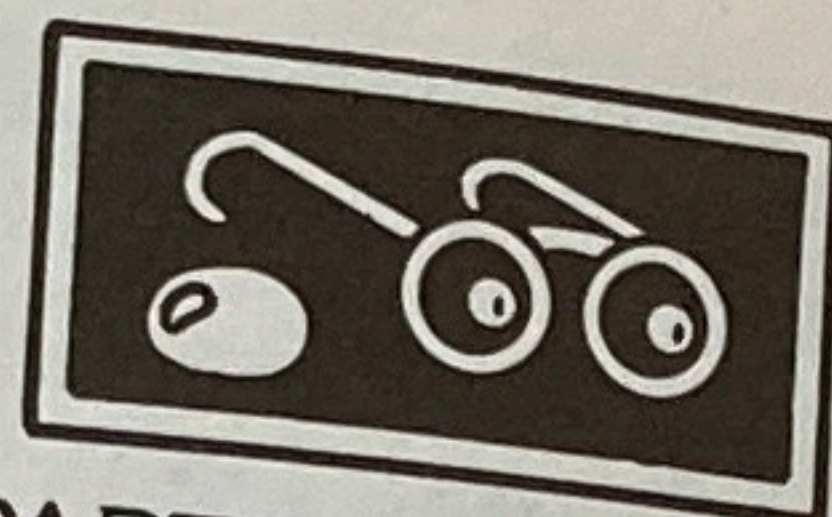
OPEN HAND to see all the parts move at the same time.



HAND WITH ONE FINGER POINTING UP to see the parts move one at a time.



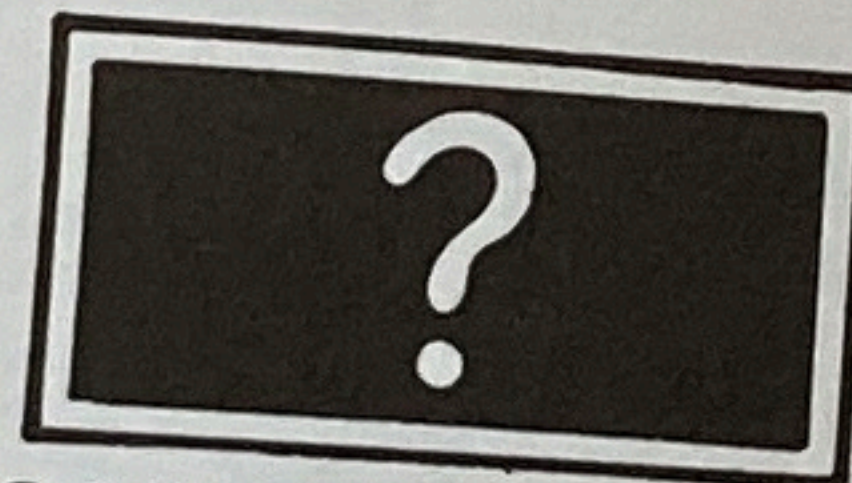
RUNNER – To animate or reanimate your character.



MIXED PARTS – To change one or more potato parts.



HAND WITH FINGER POINTING LEFT – To build a new potato character on a different background.



QUESTION MARK – To select a different activity.



STOP SIGN – To end the game.

WANT TO SEE YOUR CHARACTER ANIMATE AGAIN?

The **RUNNER** is highlighted when the Animation Menu first appears. Simply press the **SPACE BAR** or the joystick button and your character does an encore.

WANT TO DESIGN YOUR OWN ANIMATION SEQUENCE?

Highlight the first two boxes containing the parts and a number. Press the **SPACE BAR** or the joystick button until the part you want to move appears.

Now tell the program how many times you want that part to move. You can do this by:

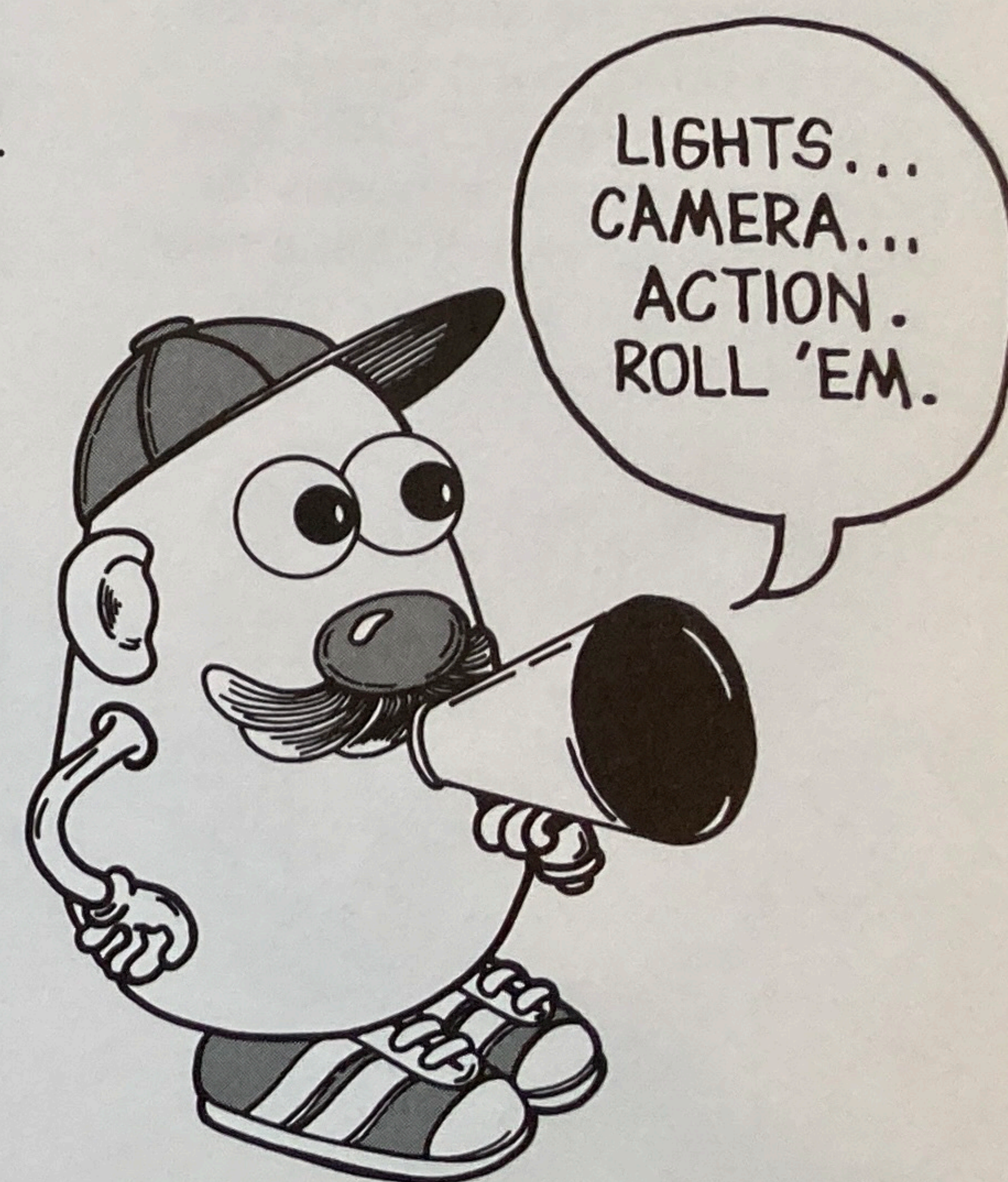
1. typing the number you want.
2. moving the joystick up/down until the number you want appears*
3. pressing the up/down **ARROW** keys until the number you want appears.

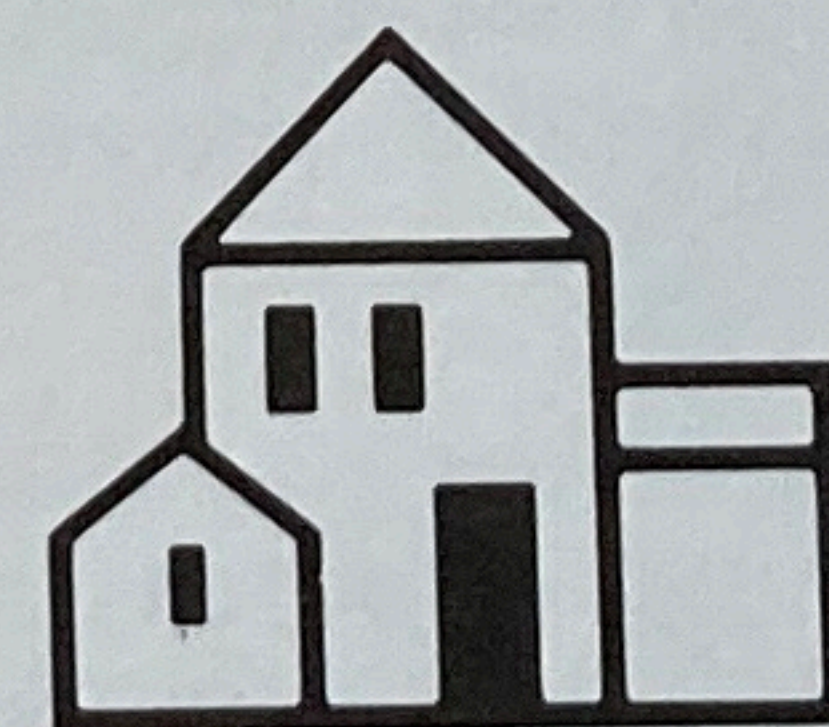
Note: A joystick out of vertical adjustment will cause the numbers in the box to scroll.

Repeat these steps until you are happy with the sequence you have created.

Highlight the **HAND**. Set the parts to move all at once or one at a time.

Highlight the **RUNNER**. Then press the **SPACE BAR** or the joystick button.





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